

To simplify the presentation, please cancel all claims of record and substitute new claims 21 to 34 as follows:

21. An apparatus for interactively timing an unofficiated game in a sport such that audio outputs are generated at appropriate times in said game and in response to initiation by one or more players, comprising:
- (a) a storage device for storing a plurality of predetermined times having meaning within said sport, and for storing a plurality of audio files selected from a group comprising simulated and reproduced sounds from other games in said sport; and
 - (b) a timer to keep track of game time; and
 - (c) a remote control means for said players to start and stop said timer by wireless communication; and
 - (d) an electro-acoustics device; and
 - (e) a processor which:
 - (1) starts and stops said timer when said remote control means are activated; and,
 - (2) selects said audio files from said storage device at said predetermined times; and
 - (3) passes said audio files to said electro-acoustics device thereby generating audible sounds that simulate or reproduce sounds from other games in said sport,
- whereby voice announcements and game-related sounds are made at appropriate times in said sports game to inform said players of key time factors, and
- whereby said players by said voice announcements are kept informed of said key time factors without the need for displays and the need to look away from said game action, and
- whereby said players and not sports officials control timing functions, and
- whereby said players control said timing functions remotely without leaving their game positions.

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22. The apparatus of claim 21 additionally comprising a second timer to keep track of time for predefined short time intervals within said game and generate additional appropriate voice announcements.
23. The apparatus of claim 21 wherein said remote control means comprise one or more switches, worn on the person of said players, that control said timer by transmitting change-of-state by wireless communication and further comprise a receiver which, upon detection of the change-of-state signal, causes said processor to start or stop said timer, whereby said timer is controlled remotely by said players without leaving their game positions.
24. The apparatus of claim 21 wherein said audio files are stored digitally.
25. The apparatus of claim 21 additionally comprising a visual display that displays remaining time on said timer, whereby said players can read time remaining on said visual display between said announcements.
26. An apparatus for interactively timing an unofficiated game in a sport such that voice announcements are generated at appropriate times in said game and in response to initiation by one or more players, comprising:
- (a). a storage device for storing a plurality of voice files and a set of predetermined times; and
 - (b). a timer to keep track of game time; and
 - (c). a remote control means for players to start and stop said timer by wireless communication; and
 - (d). an electro-acoustics device; and
 - (e). a processor which:
 - (1) starts and stops said timer when said remote control means are activated; and
 - (2) selects said voice files at said predetermined times; and
 - (3) passes said voice files to said electro-acoustics device thereby generating voice announcements.

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27. The apparatus of claim 26 additionally comprising a second timer to keep track of time for predefined short time intervals within said game and generate additional appropriate voice announcements.
28. The apparatus of claim 26 wherein said remote control means comprise one or more switches, worn on the person of said players, that control said timer by transmitting change-of-state by wireless communication and further comprise a receiver which, upon detection of the change-of-state signal, causes said processor to start or stop said timer, whereby said timer is controlled remotely by said players without leaving their game positions.
29. The apparatus of claim 26 wherein said audio files are stored digitally.
30. A method for interactively timing an unofficiated game in a sport such that audio outputs are generated at appropriate times in said game and in response to initiation by one or more players, comprising:
- (a). storing audio files and a set of predetermined times; and
 - (b). providing a timer to keep track of game time; and
 - (c). providing a remote control means for said players to start and stop said timer by wireless communication; and
 - (d). providing an electro-acoustics device; and
 - (e). providing a processor which:
 - (1) starts and stops said timer when said remote control means are activated; and,
 - (2) selects said audio files at said predetermined times; and
 - (3) passes said audio files to said electro-acoustics device thereby generating audible sounds.
31. The method of claim 30 additionally comprising providing a second timer to keep track of time for predefined short time intervals within said game and generate additional appropriate audio announcements.

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